OPERATOR'S MANUAL

CONCORDE 3plus

I would like to take this opportunity to thank you for purchasing JVL's ***CONCORDE*** 3plus *machine.*

Everyone at JVL *worked very hard to make the* ***CONCORDE*** 3plus *the best machine ever . I hope that your customers will enjoy playing the* ***CONCORDE*** 3plus *as much as we enjoyed making it.*

Thank You for doing business with us.

Joseph Levitan
Chairman.

IMPORTANT!

Please read the manual before operating ***CONCORDE*** 3plus as it contains important and helpful information.

Manual revised November 1999
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Chapter 1

INTRODUCTION

Congratulations on your purchase of the ***CONCORDE* 3plus** - the fastest and most innovative touch screen entertainment device on the market today.

The ***CONCORDE* 3plus** comes loaded with the best available assortment of games featuring spectacular new high-resolution graphics. Categories include Cards, Puzzles, Trivia, Strategy, Action, Skill and Erotic with new selections of erotic pictures.

The ***CONCORDE* 3plus** now has the fastest play action of any machine in the industry - from the moment your player touches the screen. Players appreciate fast gameplay, operators appreciate the faster payback!

Our tilted design improves touchscreen play and makes viewing easier. Result? Longer play from your customers.

The ***CONCORDE* 3plus** 's improved linking capability networks machines so players can test their speed skills against other players in real time competition.

Head to head competition increases player involvement, increases time spent playing and increases operator profits!

Tournament action for every game or in any combination of up to 5 games for the very best action in tournament play!

FEATURES

In order to provide photo-realistic images, digital music and sound effects, as well as to provide maximum security and minimal servicing, the ***CONCORDE* 3plus** features the following parts and components:

- Faster hardware with faster game loading and enhanced visual effects
- CD-ROM Driven / Easy Upgrades
- Super VGA Hi-Color Graphics
- Digital Sound Effects
- Touch Screen with Easy Calibration
- All Games Operator Selectable
- Customized Sex content with adjustable settings
- Continue feature allows player to insert additional coins to keep playing
- Built-in Speed Bonus on all games
- Highest Score Displayed at all times
- Categorized Trivia Questions
- 10 Customizable advertising Screens - No Keyboard Needed - Graphics and Text
- Comprehensive Statistics, Setup for each individual game
- Water Splash-Proof
- Industrial Grade Electronics
- Easy Service Access
- Universal Power 110VAC/60 Hz or 220VAC/50 Hz
- Lockable Coin Box and Bill Validator Cassette
- Large Capacity Coin Box

OPTIONS

- Multi-Language: English, Spanish, German, French, Italian, Greek, and Portuguese
- Wide Choice of Electronic, Mechanical Coin Acceptors and Bill Validators
- Embedded Bill Validator, with lockable 400 Bill Cassette
- Game disk with XXX sexually explicit pictures
- Customized program disks available to comply with individual state requirements

LOCKING DEVICES

The ***CONCORDE* 3plus Countertop** model has two locking panels.

Panel 1 (the cash door) provides access to the coin slot and optional banknote validator, and the cash box where coins and bills are secured. Panel 2 provides access to the electronic boards and power supply - all connected to the main harness (wiring), and the touch screen video monitor.

The ***CONCORDE* 3plus Upright** model has two locking doors.
The main cash door provides access to the coin mechanism, bill validators and electronics.
The coin bag door lock provides access to empty the coin bag.

For operator's and player's safety and protection from **High Voltage** all panels and doors should be locked in order to operate this machine. For extra security, each door has a separate lock and key. **It is recommended that operators replace these standard locks.**

INSTALLATION

Unpack and install the ***CONCORDE* 3plus** on a flat surface. The box and all packing materials should be stored in case the machine needs to be returned to an authorized JVL service center at a later date.

Attach the power cord beside the on/off switch at the rear of the machine. Plug the machine into a standard AC outlet.

The ***CONCORDE* 3plus** must be grounded. **Do not** use a cheater plug.

JVL recommends installing the ***CONCORDE* 3plus** with an external surge suppresser with a built in circuit breaker. Suitable surge protectors are available at most hardware and electrical supply stores.

POWERING UP

The ***CONCORDE* 3plus** requires a few seconds to power up during which time the computer carries out an extensive systems diagnostics check. If no problems are detected, the opening screen will appear. If problems are detected please refer to the troubleshooting guide.

While the ***CONCORDE* 3plus** has been preset and is ready for play, it is recommended that an operator run the initial tests, calibrate the touch screen, and test the Coin Acceptor and Banknote Validator. (Chapter 2 - Setup and Adjustments)

COMPACT DISC PLAYER

On the Countertop model the Compact Disc player is located at the back of the machine. A metal panel is held in place with a screw, which protects it from customer tampering.

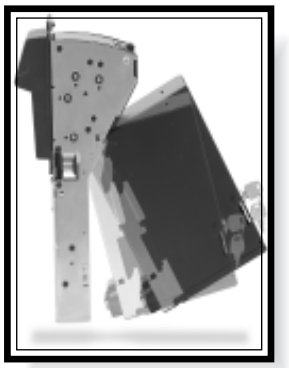
On the Upright model the Compact Disc player is located inside the machine behind the main cash door.

The ***CONCORDE* 3plus** is shipped with the game disc installed.

*Game CD upgrades are issued periodically. Contact your JVL distributor for pricing information.

BANKNOTE VALIDATOR

JVL's optional **CashCode**® banknote validator comes in a stacker design with a cassette storage capacity of 400 new bills. The banknote validator will accept bills inserted in any of the four directions. It will continue to operate if either of the lockable doors are open or a game is in progress. The unit includes dual magnetic and optical protection against counterfeit currency, and mechanical protection against fraud.



PROCEDURE TO GAIN ACCESS TO BILL VALIDATOR STACKER

fig. 1

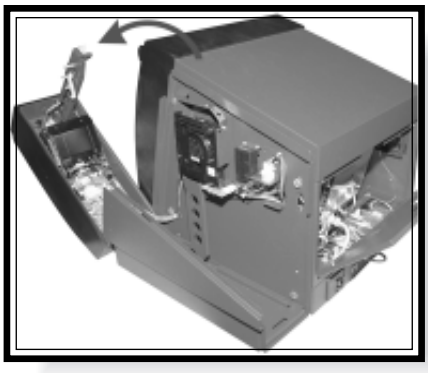


fig. 2

Step1: Pull locking PIN as shown in figure1.

Step2: Move casa unit front forward as shown in fig.2

Chapter 2
SETUP AND ADJUSTMENTS

On the **Countertop Model** the setup button is located inside the cash section behind the mechanical counter. On the **Upright Model** the setup button is located on the inside of the wooden cash door**.**

Pressing the setup button once brings up 9 options:

- **General settings** - The basic settings for the machine: General, Sex, Date / Time, Volume, and International operating parameters

- **Games** - Allows for the setting of active games and their various functioning parameters.

- **Statistics** - data on games played, credit information, and operating history.

- **Hall of Fame** - allows the deletion of the hall of fame data completely or on a game by game basis.

- **Credits** - controls the number of credits(pulses) bought for each coin and bill. It also allows for an operator to provide free credits.

- **Advertisements** - are messages an operator may program, for example: "Happy Hour 4 - 7 pm - All drinks two for one."

- **Tournament** - Tournament setup, see **Chapter 4.**

- **Test/Calibration** - allows testing and setup of Touch Screen Calibration, Monitor, Coin and Bill Validator, Speed Link, System Information, Event Log and sound.

- **Operator** - sets up security and access parameter for limiting control of features to location operator and machine operators.

Note: If for any reason the touch screen calibration is not functioning properly, adjustments are made by calling up the Setup menu. To access this, unlock the cash door and press the setup button once for the setup screen, twice for screen calibration, and

one more time for the calibration mode.

Return to game play by touching **Exit.**

GENERAL SETTINGS

GENERAL

Attraction - enables/disables the display of game demos and advertising screens if there are no credits in the machine. **Note:** When disabled advertising screens will not display.

Top Games - when enabled the Top Button is displayed on the Main category screen. When selected the 18 most frequently played games (from the statistics) will be automatically displayed. This allows players to select the most popular games with a single menu selection.

New Games - when enabled the New Button is displayed on the Main category screen. When selected the players can pick from a list of up to 18 games that are operator selectable under the Games Setup screen. New games can be newly introduced to the players in this category.

Enable Link - enables/disables Speed Link playing feature in the machine setup.

#1 Free Game – if enabled, a player will be awarded a free game for beating the existing High Score in any game once the Hall of Fame is full (after 5 games).

Free Game % - the operator can set a percentage (1-33%) which will randomly award free games.

Show answers - enables/disables the displaying of the correct answer to the player if a wrong choice is selected in Trivia games.

Allow Zero Bets - allows a player to keep playing until the time expires in a point betting game even though he has no points left to play.

BMT Clear Score - enables/disables the feature that resets the score after the player buys more time.

Allow Bad Words – when disabled the program checks for obscene words when players enter their names in the Hall of Fame.

Show Game Price – displays the number of credits required to play each game when the Game is selected and the players are prompted to pick the number of players.

Default – if selected the factory default values for the screen you are viewing will be restored.

Cancel – exits the screen without saving any changes.

Exit - saves the changes and returns to the Setup screen.

SEX

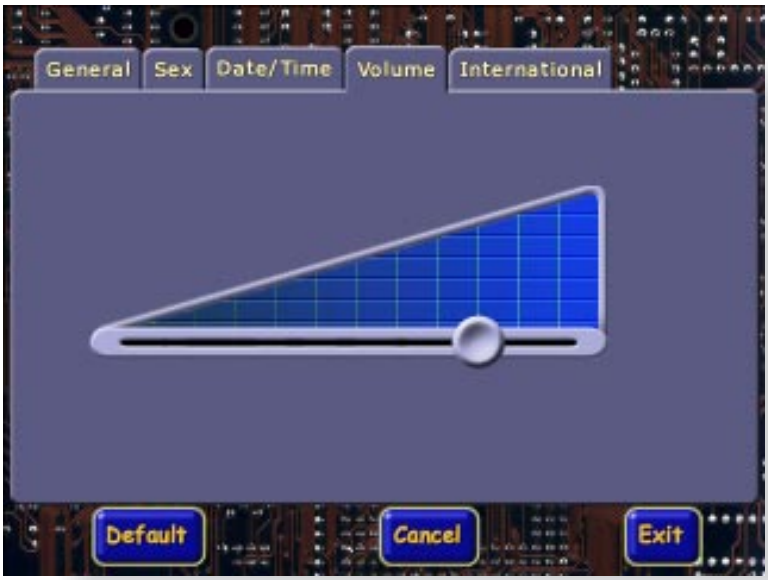
This allows the operator to set the level of nudity in all Erotic category games. **Glamour** - Fully dressed, nonsexual. **Lingerie** - Swimsuit, Bou-

doir. **Topless** - No full frontal nudity, from the waist up. **Nudity** - Sexually provocative, full frontal nudity.

Each level of nudity can be turned on or off for men and woman. Each picture category can be set to turn on and off at a particular time on a daily basis. **Sex in Demo** – if turned off, none of the Erotic games will be demonstrated in the Attraction mode.

DATE/TIME

The system date/time can be changed or checked in this folder. The clock is set in 24 hour format. **The clock must be set accurately for proper operation of time controlled features of the machine.**



VOLUME

Volume can be adjusted from off to maximum by moving the touch screen bar. A clicking sound will be heard as the volume is adjusted to demonstrate the sound level.

INTERNATIONAL

Setup Language is the language in which the setup will be presented in.

Game Language is the Language in which all the games will be played under.

User Select under Game Languages, is used so that the player may select the language for operation. For more information refer to

Chapter 3.

GAMES

The Games Menu allows operator control of which games are enabled on the machine, and allows game parameters to be modified. To **delete** a game, select the game from the game list and then press the **Clear** button from the Select Game window. To **enable** a game, select an empty game box and select the game you would like to add from the Select Game window and press the **OK** button.

Touch the tabs at the top of the screen to set games in other categories. You can setup any game to appear in any category. Use the slider on the right side of the game screen to view more games in any category with more than nine games. The **New Games** folder can also include any games from other categories that the operator would like to promote as a new game. To modify any game parameters, select the corresponding button and input the new information on the numeric keypad and press the "check mark" button. If a game shows "—" under the Bonus column then this game is programmed for no bonus rounds and this cannot be modified.

English – The language that the setup menu will be displayed in, this can be changed by pressing the button.

Clear – Deletes all of the games for the displayed category.

Default – Restores all the default games for the displayed category.

Cancel – Exits the Games menu without saving any changes.

Exit – Saves all changes and exits the Games menu.

STATISTICS

The Statistics menu shows all the Game, Usage, and Credit information.

Games
Usage
Credits
Name Games Played Time Played Trn. Played Link Gan
1 Magic Hoops 0 00:00 0
2 Eye Twister 0 00:00 0
3 RunAway 0 00:00 0
4 PicSonix 0 00:00 0
5 Block'em Up 0 00:00 0
6 The Wall 0 00:00 0
7 Soccer 0 00:00 0
8 Triple Towers 0 00:00 0
9 Elevens 0 00:00 0
10 Thirty One 0 00:00 0
11 Classic Solitaire 0 00:00 0
Master
Period
Period End
Exit

GAMES – displays game information by game name and is sorted by alphabetical order. The statistical information in compiled under the following headings:

Games Played – the total number of games played. **Time Played** - the average time per game played. **Trn. Played** - the number of games played in Tournaments mode. **Link Game** - the number of games played in Speed Link mode. **Free Games** - the number of free games awarded. **Buyings** - the number of times the Buy More Time feature was used.

Max Conseq Played - the maximum number of consecutive played games. **Num Conseq Played** - the total number of consecutive games played. **Average Conseq Played** - the average number of consecutive games played. **Highest Score** - the highest score since last period end. **Average Score** - the average score for all games played.

Use the side slider to view the complete list of games and the lower slider to view all the game

information. To sort based on a particular column of information, touch the column header and the information will sort based on those criteria. You can toggle the sort in either ascending or descending order by touching the column header a second time.
Master - the total game information for the entire life of the machine or since the last Factory Reset was performed.
Period - total statistical information since the last period end. Touching the **Period** button will enable the **Period End** button.
Pressing the **Period end** button will clear the existing period statistics.
Exit - saves all changes and exits the menu.

USAGE - displays information pertaining to the following categories: **On Time** – the time that the game was powered on. **Off Time** – the time that the game was powered off. **Play Time** – actual time that games were being played on the machine. **Power Ups** – the number of times the machine was powered on. **Help Called** – the number of times that the game help screens were accessed. **Exit Pressed** – the number of times that the hidden game abort button was pressed. **Screen Calibrated** – the number of times that the touch screen was calibrated. **Coin Jams** – the total number of coin jam errors. **Reset Date/Time** – the date and time when the last Factory Reset was performed. **Period Start Time** – the date and time when the current period started.

CREDITS – displays the following credit information: **Money In** – the total dollar value of money that was accepted by the machine. **Credits In** – the total number credits issued by the machine. It includes actual credits, Free Credits, and Bonus Credits. **Free Credits In** – total number of free credits awarded through the Credits Setup screen. **Bonus Credits In** – extra credits awarded in the Credit Setup screen for customers inserting larger denomination currency. Entirely based on the programming for each individual denomination in the Credit Setup screen. **Tournament Credits In** – the number of credits used to play tournament games. **Tournament Credits Out** – credits awarded as prizes to winners of tournaments. **Credits Cancelled** – credits cancelled off the machine from the Credit Setup screen. **Money Credits Cancelled** – actual money credits accepted by the machine that were cleared from the Credit Setup screen.

HALL OF FAME

This setup screen allows the operator to clear any or all scores in the machine.

AUTO – allows the machine to auto clear high scores after a preset number of days.

Reset HOF every – days – to have the machine automatically clear the high scores enter the required number of days on the numeric keypad. If the value is set to zero than the high scores will not be automatically cleared.

HALL OF FAME – to clear all game high scores at once press the "**Clear All**" button. Once the button is pressed a window stating "Are you sure?" appears, all of the high scores will be erased by pressing the "**yes**" button. Each individual game can be cleared by selecting the game from the game list and pressing the "clear" button.

Obscene and derogatory words such as "F__K YOU" will not be registered depending on how the **"Allow Bad Words"** feature is setup under the General Settings screen. Should you encounter objectionable entries please notify JVL and they will add the entries to the list.

CREDITS

FREE CREDITS

Free Credits - the operator has the option to award free credits from this folder. Free credits can be issued in increments of 1, 10 or 100. Free credits can also be cleared from this menu by pressing the "Clear" button. Actual Credits are also displayed on this screen and can also be cleared by pressing the "Clear" button under the Credits side of the menu. **Free Play** – when enabled allows free play of all the games until the feature is disabled.

Note: Some jurisdictions do not allow this feature.

CREDITS

Credits – controls the setup for the Coin, Bill, Mech. Counter, Max Credits and Credits issued per denomination of currency.

Coin – there are six different types of coin mechanisms available for use in the machine. Press the type field to scroll through the list of coin mechanisms. If an electronic coin mechanism is selected you will be able to program up to three denominations to be accepted by selecting the corresponding empty field and entering the denomination on the numeric keypad.

Bill – only one type of Bill Validator (CashCode) can be used with the machine.

Mech. Counter – sets the denomination that when entered will advance the mechanical counter.

Max Credits – sets the maximum number of credits then can be displayed on the machine at any given time.

Amount – lists the denominations that credits will be issued when entered. Up to six different denominations can be programmed.

Credits – the number of credits issued on the machine for each of the programmed denominations. The number of credits is totally variable and can be programmed for any number of credits. Bonus credits that are awarded for larger denominations are kept track of separately under **Bonus Credits In** on the Statistics screen.

ADVERTISEMENTS

The advertising screen allows up to ten ad screens to be setup that will be displayed when the machine is displaying the attraction mode. The screens are enhanced with many different text fonts, text sizes, text colors, backgrounds, and images.

Screen 1/10 - selects which of the 10 advertising screens to edit or create.

Wait 1 Sec. - sets the length of time that the advertising screen will be displayed. To change the time, press the button until the required time is set. The time can be set from 1 to 40 seconds.

Full Screen - allows the ad screen to be viewed actual size, and repositioning of the items can be performed while viewing this screen.

Back – returns from the full size screen to the original ad setup screen.

Preview - displays all the composed active advertising screens in programmed sequence in real time. The screens will display exactly as they will appear in the attraction mode.

Casting - shows all the advertising screens with the time settings on the screen. Clicking the ad screen, will turn it on or off. This allows ad screens to be programmed but any number of ad screens can be enabled for viewing in the attraction mode.

All On – enables all programmed screens.

All Off – disables all programmed screens.

Close – returns from the Casting menu back to the advertising screen setup menu.

Exit – saves all advertising screens and exits back to the Setup Screen.

New Picture - allows clip art images to be added to an advertising screen. The available images are displayed at the lower portion of the screen. Use the bottom slider to see more pictures. To change the size of the image, use the right vertical slider. Press the **100%** button to revert the picture to its original size. To reposition the image, select and drag the image with your finger.

New Text – allows text to be added to an advertising screen. Use the on-screen keyboard to enter a line of text. The **Shift** key (^) shifts between upper and lower case, and special characters. Once a text message is entered the **text/style** button will appear at the lower right hand column of buttons. To reposition the text, select and drag the text with your finger.

Text/Style – allows the font, color, and size of the text to be changed. All three controls have sliders for more available options for the text.

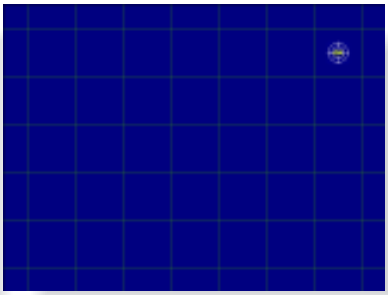
Backgrounds - the available advertising screen backgrounds will be shown, to view more move the slider below.

Delete – removes the selected item from the advertising screen.

Clear Screen – removes all text and images from the currently displayed ad screen.

TEST/CALIBRATE

TOUCH SCREEN CALIBRATION



Calibrate – to calibrate the touch screen press the button at the bottom left portion of the screen or press the **Setup** button **twice** to enter the calibration screen. Touch all four Targets that appear in the screen corners. Once completed successfully the target with **O.K.** must be pressed.

Calibrate Test – manual test for the touch screen calibration, when completed the target with **O.K.** must be pressed.

MONITOR

Monitor - shows a set of screens that aid in the adjustment of the display, brightness, contrast, vertical and horizontal picture centering, and size.

SYSTEM INFORMATION

System Information - lists machine component information: Concorde game disc version currently running, System hardware and its status and configuration, and the Control number.

SOUND

Sound - allows for testing the sound.

Master - main volume test

SFX - Sound Effects test

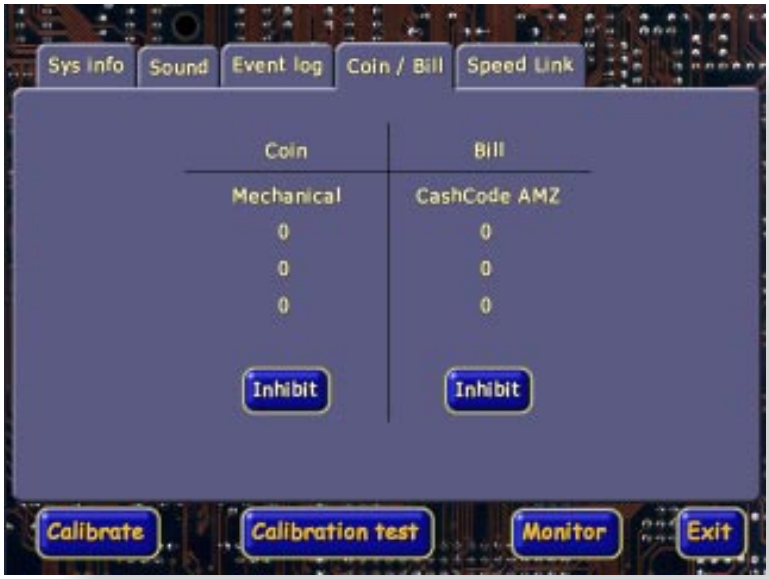
Music - Midi Music test. The left and right balance of the above settings can be tested by adjusting the slider under each volume control.

EVENT LOG

Event Log – will display all of the critical errors that forced the machine to stop operating. When such a computer crash occurs, the screen turns red and a message flashes.

Note! When a Critical Error occurs, the machine should reset automatically in 10 seconds. If it doesn't turn the Power OFF, wait 10 seconds and then turn the power On. Full – displays all of the detail for each error. If pressed, the short information screen will be displayed. **Errors** – displays the error log. **Events** – displays the event list. **All** – complete list of errors and events **Clear** – erases all items from the list

COIN/BILL



The **Coin/Bill** – allows testing the operation of the coin acceptor and the bill validator.

Inhibit – press this button to enable the test feature.

To test the coin or bill acceptor, insert money and the display should show the number of pulses received by the game. This does not effect the number of credits on the machine.

SPEED LINK

The **Speed Link -** allows the serial communication for the Speed Link to be tested. When two machines are turned on and both are in the test link screen, the screen will report on the transfer of data between the two machines and any errors that might occur. If the Status line shows **"Ready"** then the link is functioning correctly even if some errors are counted. If the Status Line shows "**Error**" then the link is not functioning correctly.

OPERATOR

OPERATOR

Operator - allows the operator to restrict and control access to the setup of the machine.

Operator PINs - the operator can enter up to three PIN numbers for access to the Operator Setup Screen.

Lockup machine in - For security reasons, such as theft, the operator may set the machine to stop working after a specific number of days. This will lock the machine after the set period. To unlock the machine the operator must enter their PIN number to enter the Operator setup screen and reset the value.

Location PINs – up to three location PIN numbers can be setup for limited access to selected setup screens.

Attendant PINs – up to five attendant PINs can be entered for use when players collect their Tournament Prizes.

LOCATION

Location – the operator can give access to the following six setup screens by assigning PIN numbers to the location.

Sex – access to the SEX setup screen.

Calibration – access to the touch screen calibration screen.

Volume – access to the volume control screen.

Hall of Fame – access to the Hall of Fame to clear high scores.

Free Credits – allows location to issue free credits to players, up to the maximum number the operator has entered.

Ad Screens – allows access to an operator entered number of ad screens that the location can create for themselves.

The location setup screen is accessed by touching the *CONCORDE* **3plus** logo (top center of the main screen) 5 times instead of opening the cash box cover. The numeric keypad will be displayed and a valid location PIN number must be entered to access the setup screens.

TOURNAMENT SETUP

See **Chapter 4**

Chapter 3

HOW TO PLAY

Touching the screen or inserting money displays the category screen showing the enabled categories. Touching any of the categories will switch to display the available games in that category.

When not in play, the ***CONCORDE*** **3plus** displays in sequence, a demonstration of each enabled game and its Hall of Fame. All programmed advertising screens are displayed after each game demonstration. (See Advertising Section in chapter 2).

Credits appear in the lower right hand corner of the screen.

All of the games can be played in one player mode, and the majority of the games can also be played in two-player mode. When played by two people, each player plays a round in turn. Two players may play some games as opponents such as Checkers or Tik-Tak-Toe. If you have two machines in the same location utilizing the Speed Link game playing mode, two players can compete against each other Head to Head. All of the games can be selected for Tournament game play and up to five different games can be played in a single Tournament.

PUZZLE GAMES

SHANGHAI

Pair up matching tiles thus removing them from the playing area. Removing a pair of tiles reveals the tiles underneath. Pairs include matching numbers, scenery, pictograms or animals. Tiles are "blocked" if they are beneath another tile or if they are flanked by tiles on all sides. If you do not see any possible moves press **Hint**.

Hint: *While not identical, all flower, animal, and landscape tiles are pairs.*

MATCHING PAIRS

Find the hidden pairs of pictures. At the start of each round, the pairs of images are flashed on the screen for a few seconds. Then all the pictures are hidden. Touch the screen to identify the matching pairs. Touching the incorrect photo will cause both images to disappear and time is lost. Earn bonus points for speed. Earn bonus points for correctly matching the marked picture at the beginning of the round. Picture layout changes after every successful round. Advanced rounds are blind rounds where all the pictures are revealed only after all matches have been made.

JIGSAW PUZZLE

Place all the puzzle pieces in their proper position. Touch a piece and then touch the desired position. If correct, it will lock into place. If incorrect drag the tile to other places until it fits. Continue until the puzzle is complete.

Earn bonus points for placing the correct piece in the marked position at the beginning.

WHAT'S THE DIFFERENCE?

The object is to find the five differences between the two pictures. Some elements of the image are different in the left picture from the right. Touch the element that is different and it will be marked with a green outline. If you can't find all the differences, touch one of the unmarked magnifiers above the right picture to receive a hint. The hinted area will be marked with a red outline and you lose time. Incorrect selections will also cost you a time penalty. Bonus time is awarded when certain scores are reached.

MINE SWEEPER

Clear the minefield without tripping any mines. Use the man at work to uncover the picture and the flag to mark a suspected mine.

Hitting a mine costs a player a life. Numbers specify how many mines border a site. Earn a bonus round after clearing the mine fields.

MISSION IMPOSSIBLE

Choose from one of the six layouts for game play.

Make room for the ball to pass through the door on the right. The blocks slide vertically and horizontally. Upon successfully completing a round you will be presented a different layout.

SCRAMBLE

Rotate the Combination lock to create the word that opens the safe, Once a proper word is composed from all the available, press **Check** to see if the word is correct. If the word matches, the safe will open and the player is awarded a gold coin. Once the times runs out, the word will be checked automatically. Earn bonus points for solving the combination faster.

WORD CHASE

Find the hidden words. The words appear in a column on the left. Touch the individual letters from the first to the last to reveal the location of the hidden word. Words may appear forward, backward, horizontal, vertical and diagonal.

If you can't find the word, to receive a hint touch the word from the list and it will be marked for you.

TYPE-O-PHRAZE

Solve the word puzzle in the quickest possible time. Pick the letters you believe are in the puzzle. When you know the answer, press **Solve**. Earn bonus points for speed. Earn bonus playing time for each correct solution. Touch **Pass** to skip to the next puzzle.

Bonus time is awarded for correct answers.

RUSH HOUR

Clear the rush hour road crowded with cars.

Touch a group of like colored cars to remove them from the playfield.

The remaining cars will move down to fill in the gaps.

Remove all the cars to get the completed level score bonus.

When achieving the Next Level score the player will be presented with a more complex level. Good luck.

JAZZ DREAM

Clear the playfield crowded with colored fish.

Touch a group of like colored fish to remove them from the playfield.

The remaining fish will move up to fill the gaps.

Remove all the fish to recieve a bonus score .

You can shuffle the fish only once by touching "MIX" button.

Get the required score to proceed to the next level. Good luck.

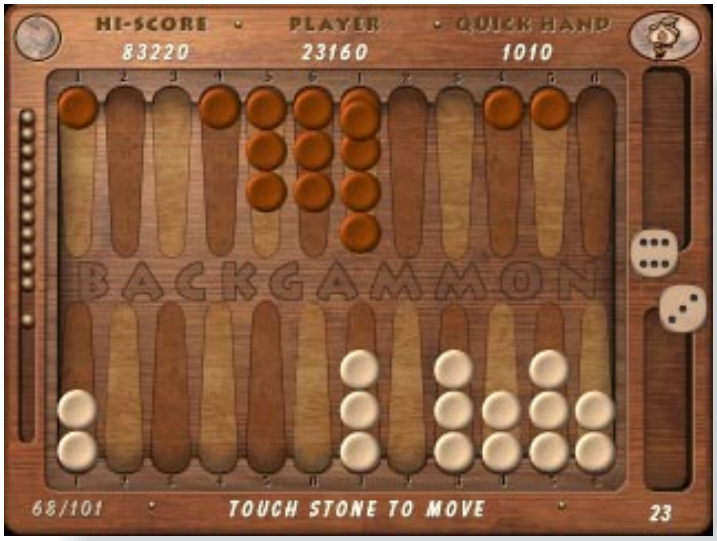
WORD MASTER

Make as many words from the nine letters as fast as possible.

Form words from the list of letters as fast as possible. Select the letters required to form words and then press the "End Word" button when complete. When seven words are formed the player proceeds to the next level. If no more words can be formed than the "Pass" button can be pressed to receive a new set of letters. The game is over when the time expires. Bonus points are awarded for speed and longer words.

STRATEGY

BACKGAMMON



The players move their stones in alternating turns according to a throw of two dice. The goal is to be the first to move all of the stones to the player's cradle. Stones are moved counter-clockwise around the board.

It's not allowed to place a stone on a notch where the opponent has two or more stones. If a player moves a stone onto a notch in which the opponent has only one stone, the opponent's stone is placed on the Bar. A player with a stone on the Bar must free the bar before any other stone may be moved.

COSMI CHECKERS

The objective is to jump over, thus capturing the opponent's pieces. Ordinary pieces only move and jump forward. The pieces reaching the 8th line of the checkerboard become kings and are able to jump and move in any direction. The greater the number of jumps, the more points it is worth.

YAHTZEE

Roll the dice to get the best possible combination.

Touch the dice you wish to hold, and the remaining dice will then roll. You are allowed to roll twice, touching the dice tumbler, to roll after making your selection.

Assign your score to one of the six boxes. If you get no winning combination, you have to select any of the empty boxes and receive zero score.

Winning combinations include: three of a kind, four of a kind, straight (five in a row), full house (a pair and three of a kind), yacht (five of a kind).

GETTA LINE

Form lines of 5 or more balls of the same color. Lines may be vertical, horizontal or diagonal. Touch the ball you wish to move, and then touch the square you wish to place it in. Balls may not be moved if there is no clear pathway of vertical and horizontal squares. The next balls to appear are shown on the left side and on the game board as small balls. Balls may be cleared from the board when it gets too crowded by selecting a colored ball on the right side marked SOS.

BALLTRIX

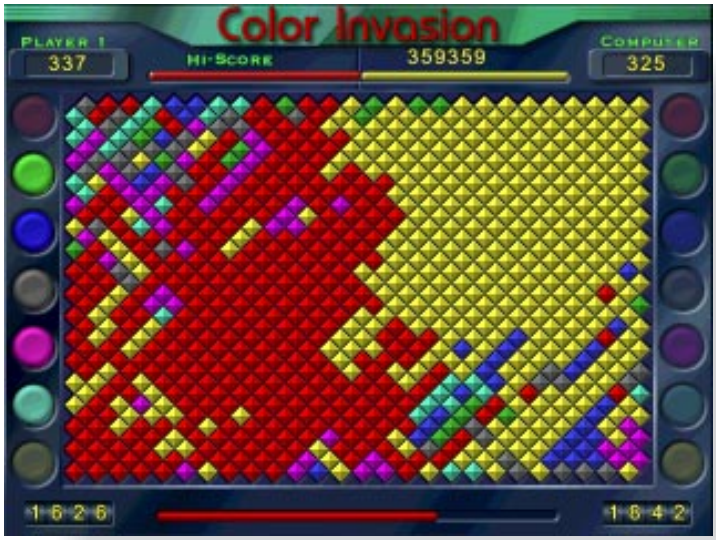
Form a four ball line - horizontally, vertically or diagonally.

Place the balls strategically to form lines for yourself, and to prevent your opponent from forming lines.

Earn bonus points by winning faster.

COLOR INVASION

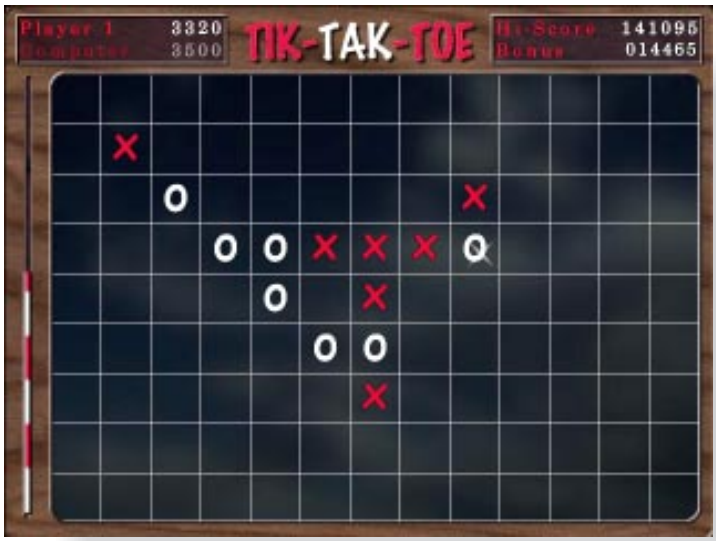
Occupy the majority of the playing area. Beginning in the lower left corner, select a color that adjoins your first square. This connects it to your mass of squares. The computer or opponent does the same from the upper right corner. You may not pick the color of your opponent's mass.



REVERSI

Occupy the majority of the 64-square playing area.Select one of the outlined squares to place your ball. Any opponent's balls trapped between your placed ball and any other of your balls will turn to your color. The opponent then moves in turn. If no moves are possible, the computer will show **Pass**. Touch **Pass** and the computer or opponent will make another move.

***Strategy Hint**: The side row and corners have more strategic value than the center of the board.*

TIK-TAK-TOE

Put crosses or circles in the cells of the grid.

The objective is to get a row of five before your opponent does.

Notice the continuously decreasing game prize to the upper right of the board, it shows the remaining bonus you get if you win.

VIRUS ATTACK

Occupy the majority of the 49-square grid. A player moves his pieces to the desired location with the intention of outflanking his opponent.

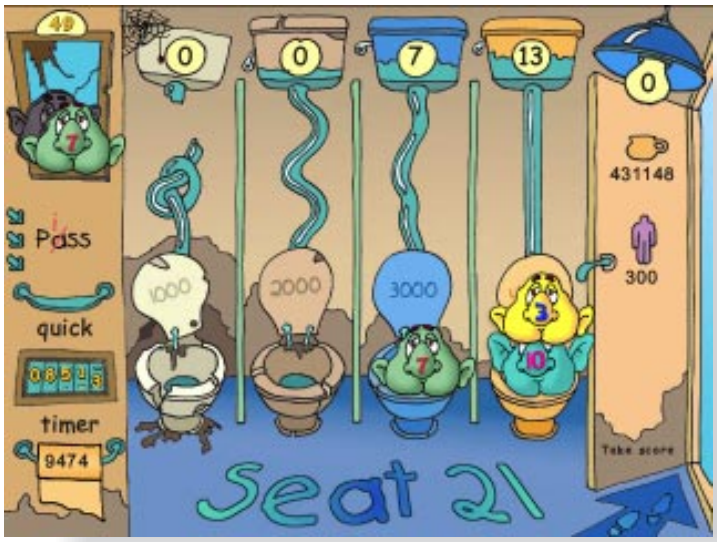
There are three legal moves in Virus Attack: **1.** A ball may be moved to any adjacent open square, either vertically or horizontally, by touching the screen and moving a ball. This causes a new ball to appear while keeping the original position. **2.** An opponent's ball may be "jumped" and automatically is converted to the player's color. A ball can also jump over a blank space. **3.** A ball may be moved in a three-square "L" like a Knight in Chess.

In the case of points 2 and 3, the original ball(s) disappears. All of the opponent's balls adjoining where a player lands are captured. The tiles a player can move to, are outlined in a colour.

SKILL GAMES

SEAT 21

Sit the Butt Heads on the four thrones to get as many hands as possible totalling 21. Touch a stall to place a Butt Head. They may be placed in any stall. You may preserve up to three Butt Heads in the "Pass" slot. The upper Butt Head will be used whenever a stall equals 21. If all four stalls get closed, the round is over. Bonus points are awarded if you clear all stalls in a row, as well as for each completed deck.



SOLITAIRE ROCK

Use all the stones in the pile to build up the four suit stacks from 1 to 13. Touch the pile for the next stone. Move stones to row stacks or suit stacks. In suit stacks, stones are placed in ascending order beginning with 1. In row stacks, stones are placed in descending order alternating between red and blue suits. To free up stones for suit stacks, build up row stacks.

FREE CELL

Use the stamps to build up the four suit stacks from 1 to 12. Move all of them to the home stacks using the free cells as place holders. "Stamp 1" and any sequential stamps automatically move to the four home stacks at the top left. In row stacks, stamps are placed in descending order, alternating between yellow and green suits. Stamps may be moved on and off the four free cells at the upper right.

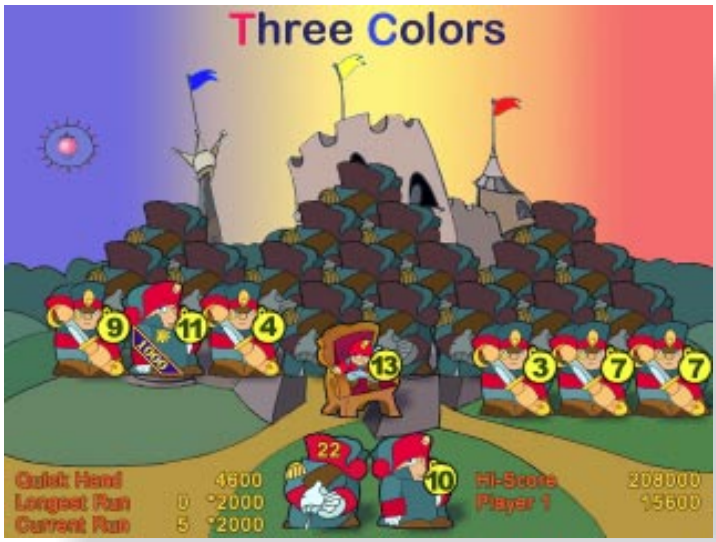
PARK 21

Park five lanes of cars totalling as close to 21 as possible. Touch a lane to park a car. Cars can be parked onto any lane and the player can "**Pass**" one car per round. Touch "**Take Score**" to end a round. Bonus points awarded for speed.

JOIN 11

Remove all objects by forming combinations totalling 11. The previous object will be moved up into the playing area. Each row of the objects has a different point value in ascending order.

THREE COLORS



Remove all the soldiers to reach the three towers. To remove a soldier under the towers touch one higher or lower than current soldier's number. The "1" goes after the "13". If no selection is possible, touch the stack for a new soldier. Bonus points awarded for a taken tower and for each soldier with a red banner.

PEGGED

Jump a peg across any adjacent peg and place it in an open space on the other side.

Only horizontal and vertical jumps are allowed. A peg that has been "jumped" is automatically removed from the board. Jump all the pegs until only one remains.

Plan several moves ahead to minimize the number of pegs left freestanding at the end of the game. It is most challenging to finish the game with the last peg in the center of the board, but a player wins as long as only one peg is left anywhere in the grid.

CARDS

NOTE: Laws vary from state to state concerning the legality of card games.

TRIPLE TOWERS

Clear all the cards to reach the three towers. Select a card under the towers that is one higher or lower than the dealt card.

If no selections are possible, touch the deck for a new card.

You earn bonus points by achieving long runs, and by clearing cards with bonus banners.

ELEVENS

Remove the cards by forming combinations of two or more cards totalling 11. While the deck has 52 cards, picture cards are replaced with an ace. If you can't make a match of 11, pick a new card from the deck. The previous card will be moved up into the displayed cards. Each row of displayed cards has a different point value in ascending order.

FLUSH 21

Put cards in one of the four stalls to get as many hands of 21 as possible. Touch a stall to place a card. Cards can be placed in any stall. Face cards are worth 10, aces 1 or 11. You may reserve up to three cards in the "Pass" slot. The upper card will be automatically used, whenever it completes a stall to 21. When all four stalls are closed, the round is over. Bonus points are awarded if you get all stalls cleared in a row, and for complet-

ing a deck.

CLASSIC SOLITAIRE

Solitaire is a single player game. The cards are laid out automatically at the beginning of the game. You can touch the **New Deck** button to get a different layout at any point in the game to start over.

The object is to reveal all the hidden cards in the deck and stacks. You win when no cards are left in the unplayed deck and the stacks.

To move a card, touch it with a finger and then touch the desired location. Concealed cards are automatically flipped over. If you run out of time you may choose to buy more time and finish the game - this will set the score to 0.

FREE CELL

This card game plays just like Solitaire, but all the cards are already on display and must be arranged in ascending order on the four Ace stacks. Free Cell has three game areas:

Column cards must be arranged in descending order, alternating between red and black.

Cards may be moved on and off the four free cells, as well as any open stack. But cards once placed on the ace stacks may not be played again. **New** allows a player to begin a new game at any time.

THIRTY ONE

The game is played in several rounds. At each turn a player can change 1 or 3 cards from his/her hand for the ones in the middle pool. By touching a single card from the middle pool or the "**All**" icon the player may exchange his/her cards from the middle pool. When the desired hand is achieved, the player may choose to either "**Pass**" once or "**Knock**" (depending on the score). If the desired hand is achieved the player may "**Knock**" to announce their last turn. After a change, the hands are compared. The opponent with the lesser score loses a coin. Four losses of coins pushes a player out of the game. The goal is to push–out both opponents. The score of a hand is the sum of cards in a certain suit. Face cards are worth 10, aces 11. Three cards of a kind are worth 30.5. An ace and two face cards of the same suit form "**Bingo - 31**". Three Aces allow the player to announce "**Fire**" and beat both opponents at once. If a player **"Knocks"** and by chance one of the opponent has the same score, the one who "**Knocked**" loses.

PICK 21

Pick 21 is a variation of Black Jack, but you play five hands simultaneously. The object is to get as close as possible to a maximum of 105 points without exceeding 21 in any hand. The cards 2-9 have their face value; 10, Jack, Queen and King all equal 10; and an Ace equals either 1 or 11.

A player touches any of the five hands he wants to place the cards on. Cards may be placed in any order. The closer one is to a perfect score of 105 (21 X five) the higher the points scored. Bonus points are awarded for speed. You may **Pass** one card and use it later.

Strategy Hint: *If you have a 10 or face card with an Ace being counted as 11, it converts to 1,allowing you an extra card without lowering the score.*

PICK 2

Remove cards by forming numerical pairs or cards in ascending order. If no selection is possible, touch the deck for a new card. The open card in the deck can also be used to form a pair. Bonus points are awarded for clearing the playing field.

BLACK JACK

Beat the dealer by getting a card point total closer to, but not over, 21. The cards 2-9 have their face value; 10, Jack, Queen and King all equal 10; Ace equals either 1 or 11.

Select a wager, **Bet 1/4**, **Bet 1/2** or **Bet All.** You are dealt two cards. Black Jacks are automatically paid off. For more cards press **Hit**, or **Stand** to keep the current hand. When you stop drawing cards, it is the dealer's turn. The dealer draws another card at 16 and stands on 17.

DRAW POKER

Poker uses standard five-card poker rules with High-Low double up. Winning combinations start at any pair, all the way up to a royal flush. The higher the hand and the larger the wager, the greater the score. Select a wager, **Bet 1/4, Bet 1/2** or **Bet All** your points. Then hit **Deal.** Select the cards you wish to hold and touch the **Draw** button. Hitting the same card twice cancels the **hold** command, restoring the original card. After winning a hand you can **Take Score** or **Double Up.** If you choose to double up, 5 cards are dealt out with the left card face up. Pick one of the remaining cards. If your card is higher you win, and you may double up again or take score. You may double-up a maximum of 5 times.

JOKERS WILD

Jokers Wild uses standard five-card poker rules plus two jokers. Winning combinations start at any pair, all the way up to a royal flush. The higher the hand and the larger the wager, the greater the score. Select a wager, **Bet 1/4, Bet 1/2** or **Bet All** your points. Then hit **Deal.** Touch the cards you wish to trade and touch the **Draw** button. Hitting the same card twice cancels the **Hold** command, restoring the original card. Jokers are wild and automatically assume the highest winning value. When Winning a hand you can **Take Score** or **Double Up**. If you choose to double up, 5 cards are dealt out with the left card face up. Pick one of the remaining cards. If your card is higher you win, and you may double up again. You may double-up a maximum of 5 times.

3 ON LINE

Place the top card from the deck on any of the four columns to form combinations of three cards in sequential order (2/3/4) or the same value (A/A/A). The jokers are wild.

You can temporarily place 3 cards in the any of the 3 empty storage locations to the left of the playfield.

Three sequential cards of the same suit bring a score bonus.

The goal of the game is to clear all the cards before the time expires.

ACTION

SOCCER

The object of the game is to Kick in as many Goals as possible.

Pass the ball from player to player until you see a clear shot. To pass the ball touch the receiving player. The goal target is constantly moving up and down and left and right between the goal posts. When a player with the ball is touched, the ball will be kicked at that target spot.

Balls have different value and the value of the ball is added to the score.

MAGIC HOOPS

The object is to reach the highest possible score by sinking baskets. Making consecutive baskets increases the score.

THE WALL

Break the bricks to clear the play field. Control the racket to bounce the ball off the bricks. Some bricks must be hit more than once to be demolished. Break all of the bricks to complete the round. Catch the falling tablets for a bonus.

BLOCK'EM UP

Complete as many horizontal lines of blocks as possible. Touch the controls on the bottom right of the screen to rotate, move left, right, and down to push the shape into it's place faster.

EYE TWISTER

Keep your eye on the object hiding under the thimbles, bells or seashells.

The three or four shells move around and mix on the table.

Guess under which shell the object is under to advance to the next level.

PICSONIX

Uncover the hidden picture by slicing the board without touching the moving balls.

Move your laser cutter across the screen, to block off sections without having a ball touch the line before it reaches the edge of the picture, or the edge of a revealed area. You can change directions vertical or horizontal as the laser cuts.

After uncovering 71% or more of the picture you proceed to the next level.

BATTLE SHIPS

Destroy the enemy fleet before your ships are sunk.

The battle ships are placed randomly across the 10×10 grid ocean.

Select a cell to direct your fire. If you hit an enemy ship you receive another turn.

BUBBLE UP

Clear each level by bursting all of the colored bubbles by aiming and shooting the next bubble to form groups of three or more.

The object of the game is to clear all bubbles from each level by forming colored groups of three or more bubbles. The top of the playfield lowers after a preset time to increase the difficulty. If any bubbles reach the bottom line of the playfield the player looses one life. The game is over when all three lives are used.

Touch the screen and drag your finger to aim the arrow. To shoot the bubble, release the touch screen. The next bubble is displayed in the lower left corner of the display to help plan your next shot. Time bonus points are awarded for clearing the level quickly. The more bubbles that drop by bursting groups of three or more bubbles also give you more bonus points.

RUNAWAY

Lay down tracks to keep the runaway train from derailing. Tunnels connect the opposite sides of the playing field.

Red pulsing balls are mines: avoid them.

Blue and **golden** are bonuses.

Press a button in the right corner of the screen to speed up the train and double up the score.

TENNIS

Fast paced Tennis action on a virtual court.

Play a game of fast paced Tennis action against a virtual opponent. Select your opponent and the skill level of your opponent.

Touch the screen to smash the tennis ball. To put spin on the ball, touch the screen with a sliding motion. If you win the match, three out of five sets, you will be awarded a corresponding trophy. Bonus points are awarded for service aces, difficult shots, and points are deducted for service faults.

TRIVIA

Pick from the nine categories:

- GENERAL TRIVIA
- SPORTS MANIA
- SHOWBIZ
- BASEBALL
- BASKETBALL
- FOOTBALL
- MOVIES
- TV SHOWS
- MUSIC

Multiple choice or true/false questions are asked. Score points and bonus playing time for correct answers and speed. Lose time for wrong answers. Press **Pass** to skip to the next answer.

An operator may opt to reveal the correct answer if the customer selects a wrong one. To enable this feature see the **General Settings** screen (Chapter 2).

EROTIC

STRIP POKER

Get your opponent to strip by winning consecutive hands. Each correct answer reveals more skin or a more provocative pose, while losing hands causes your opponent to dress. The opponent "speaks" a humorous comment after each winning or losing hand.

TILE-A-BABE

Complete as many horizontal lines of blocks as possible. Touch the controls on the bottom right of the screen to rotate, move left, right, and down to push the shape into it's place faster.

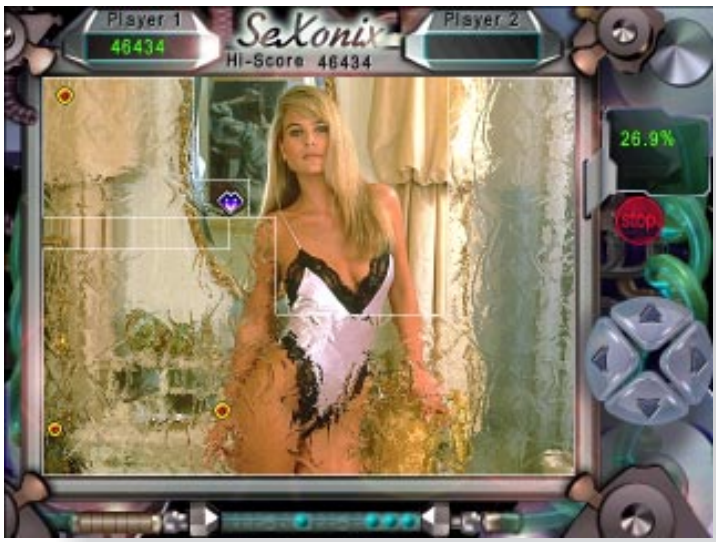
As rows are completed a picture will be revealed. When the picture is fully revealed the next round will begin.

SEXONIX

Uncover the hidden picture by slicing the board without touching the moving balls.

Move your laser cutter across the screen to block off sections without having a ball touch the line before it reaches the edge of the picture or the edge of a revealed area. You can change direction vertical or horizontal as the laser cuts.

After uncovering 71% or more of the picture you proceed to the next level.



SEX TYPE

Solve the word puzzle in the quickest possible time. Pick the letters you believe are in the puzzle. When you know the answer, press **Solve**. Earn bonus points for speed. Earn bonus playing time for each correct solution. Touch **Pass** to skip to the next puzzle.

All entries in this game have an explicit sexual meaning or innuendo.

BOMB SHELL

Clear the minefield without tripping any mines. Use the scissors to uncover the picture and the butterfly to mark a suspected mine. Hitting a mine costs a player a life. Numbers specify how many mines border a site.

BABBLE BATH

Clear the shower of all the colored bubbles.

Touch a group of bubbles of the same color to remove them.

The remaining bubbles will move down to fill the shower.

Remove all the bubbles to see the next picture and to get the score bonus.

You can shuffle the bubbles once by touching "MIX" button.

Get the required score and move on to the next level. Good luck.

CARNAL KNOWLEDGE

This game consists of sexually oriented trivia questions and when answering correctly the player's opponent reveals more skin. Score points and bonus playing time for correct answers and speed. Lose time for wrong answers. Press **Pass** to skip to the next answer.

An operator may opt to reveal the correct answer if the customer selects a wrong one. To enable this feature sees the General Settings screen (Chapter 2).

JIGSAW PUZZLE

Place all the puzzle pieces in their proper position. Touch a piece and than touch the desired position. If correct, it will lock into place. If incorrect drag the tile to other places until it fits. Continue until the puzzle is complete.

Earn bonus points for placing the correct piece in the marked position at the beginning of the round. Bonus points are awarded for speed.

MATCHING PAIRS

Find the hidden pairs of pictures. At the start of each round, the pairs of images are flashed on the screen for a few seconds. Then all the pictures are hidden. Touch the screen to identify the matching pairs. Touching the incorrect photo will cause both images to disappear and time is lost. Earn bonus points for speed. Earn bonus points for correctly matching the marked picture at the beginning of the round. Picture layout changes after every successful round. Advanced rounds are blind rounds where all the pictures are revealed only after all matches have been made.

Chapter 4
TOURNAMENT SETUP

TOURNAMENT FOLDER

To program a new tournament select a tournament number that is unused and press the "**NEW**" button, then follow the instructions accordingly.

Status buttons:

- "**Under Construction**" icon, displayed when creating a new Tournament.

- "**Ready**" icon, displayed when the setup is complete but Tournament is not active.

- "**Running**" icon, displayed when a Tournament is active.

- "**Finish**" icon, displayed when a Tournament is completed.

- "**Aborted**" icon, displayed when a Tournament is aborted.

GAMES FOLDER

The games for your Tournament are selected on this setup screen. Select an empty game box and the Select Game window will appear. Pick a game from the list, for your tournament. The games are showed in alphabetical order and to pick a game use the slider beside the game list. Once the game is selected press the OK button and the screen returns to the Games folder. The default settings will be displayed for the selected game. To make changes select the parameter you want to change and enter the new value on the numeric keypad supplied. Press the next available game box to select more games for your Tournament. You may select anywhere from 1 – 5 different games to be played in your Tournament.

DATES FOLDER

The Dates folder is where you setup the starting and ending dates, and the type of Tournament. Press the date and time boxes to enter the start and end dates with time.

Single: The tournament runs from the start to the ending dates and then it is complete.

Continuous: The tournament runs from the start to the ending dates and will restart another tournament with the same games of the same duration. The tournament will keep restarting until it is stopped in the setup.

Every Day: The tournament runs from the start to the ending times daily.

Every Week: The tournament runs from the start to the ending times weekly.

PRIZES FOLDER

This is where you setup the number of credits required to play, and the type of prize for the Tournament. **Credits -** Sets the number of credits required to play the Tournament. **Mode - Cash and Credits –** The program calculates the prize pool based on the minimum amount setting, and the prize pool increments with every game played based on the pool percentage. **Points –** Top scores listed by points only. This mode of tournament can be used to award prizes that were previously selected by the operator at the beginning of tournament play. **No Prize –** Top scores based on score but displays names only. No prize can be awarded if this mode is used. Players play for competition only. **Pool % -** Percentage of Tournament income that will add into the Prize Pool with every Tournament game played. **Start -** The starting prize for the Tournament. The prize pool will increment from the minimum pool setting with every tournament game played. This allows the operator to preset the minimum prize pool. **Current -** When the Tournament is active you can view the current prize pool. **Winner Paid - I, II, III:** Assigns the percentage of the prize pool to the three winners. It can be adjusted as long as it totals 100%.

NAME FOLDER

Enter the name of the new Tournament. The first game selected for the tournament will be displayed in the name box. To change the name, press the "**<**" backspace key on the keyboard to delete the existing name. Enter the new Tournament name with the keyboard provided. When complete press the "**OK**" button.

ACTIVATING TOURNAMENT

After completing all the setup screens, return to the Tournament Folder. At the Tournament Folder press the "**Under Construction**" icon to change it to the "**Ready**" icon. The Tournament will now be activated when the start date/time is reached.

WINNERS

Displays the current top five scores for the selected Tournament.

DELETING THE WINNERS

To delete a completed tournament, enter the Setup and select the Tournament Setup screen. Select the completed tournament from the list and press the **Delete** button. You will be required to enter an operator's PIN number. Once entered the Tournament will be deleted from the screen.

PLAYING TOURNAMENTS

To play the Tournament, players need to select the large Tournament Icon from the main game category screen. Then select PLAY on the tournament screen. If more than one Tournament is running, use the arrow buttons to select the tournament you want to play. The player is then prompted to enter a name and any PIN (personal ID number) he/she chooses.

AWARDING TOURNAMENT PRIZES

When a single Tournament is complete, and there are no other active tournaments the Winners screen will automatically be displayed. Otherwise a **Winners** button will appear.

When players want to claim their prize, they should select their name from the Winners list. The numeric keypad will be displayed with a prompt to call attendant. The attendant will have to enter a valid Attendant PIN Number from the Operator Setup Screen.

The player will then be prompted to enter his/her PIN number, which was entered when he started playing the game.

Once everything is accepted, the prize should be awarded and a **STAR** will appear beside the player's name indicating that the player has claimed the appropriate prize.

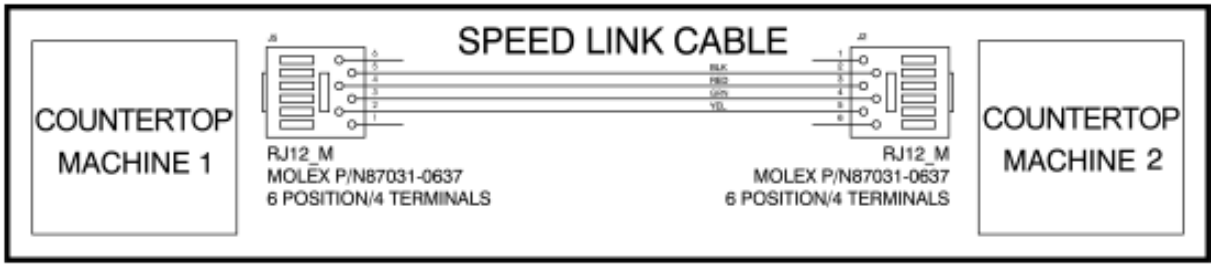
ABORTING A RUNNING TOURNAMENT

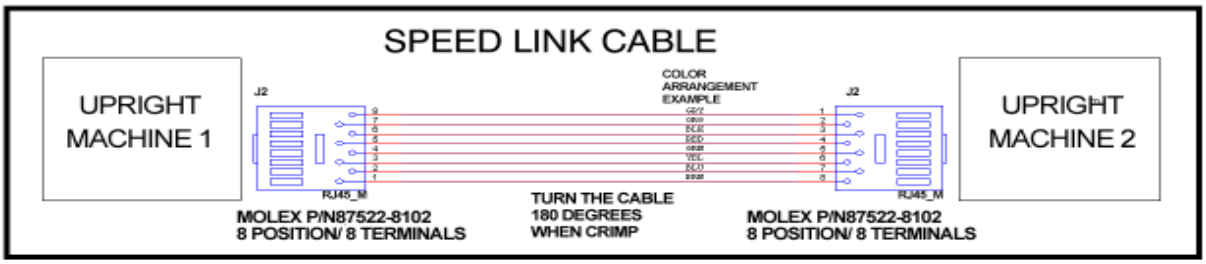
To stop a tournament that's running go to the Tournament Folder and change the status from the "**Running**" icon to the "**Off**" icon - you will be required to enter an operators Pin number. Once the tournament is stopped the Leaders will be ranked as Winners and the prizes can then be awarded.

Chapter 5

SPEED LINK SETUP

Connect two CONCORDE 3**plus** machines with the optional Serial Cable.





PLAYING SPEED LINK

When **Speed Link** is enabled on 2 connected machines a player may invite another player to compete in any game by selecting the **Speed Link Button** on the player selection screen.

The machine will then look for an Opponent. The player at the linked machine will automatically have the **Speed Link Button** appear and be invited to play – if they are not playing a game or entering their name into the **Hall of Fame**.

Some games are played for speed and score where the players are presented with the same layout and game conditions such as identical Solitaire layout and card dealing order. Other games are played head to head where players play against each other, such as Checkers, Color Invasion and Yahtzee. If any player terminates the game early the opponent will automatically become the winner.

CALLING MACHINE

SECOND MACHINE

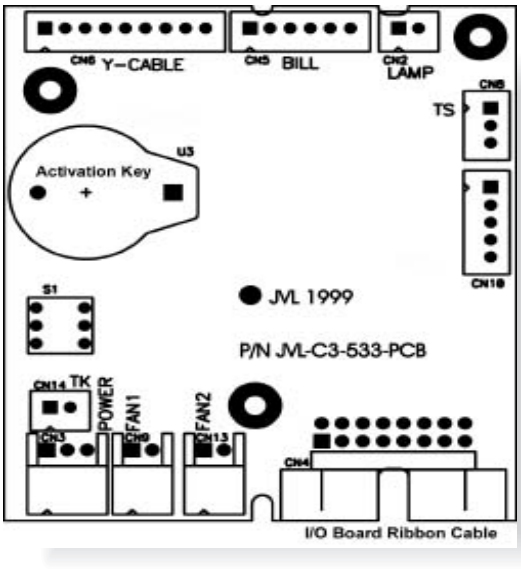
UPGRADE INSTALLATION INSTRUCTIONS

The following instructions will guide you through the software and activation key installation.

- Remove the CD-ROM drive cover plate at the rear of the machine & remove the original game disk. Install the new ***CONCORDE* 3plus** game disk in the drive and close the tray.

- Turn the main power switch off and remove the Service Door.

- Insert the Activation Key into the corresponding socket on the I/O printed circuit board mounted on the inner left side.



- Reinstall the Service Door and turn the main power switch on.

- The machine will display a screen where the memory is updated and once complete prompt you to turn the power off and restart the machine.

- Perform a Factory Reset to the machine upon power up (page 45 in the user manual). Once completed the game should show the main category screen.

- Reinstall the CD-ROM drive cover plate.

- The installation and initialization should now be complete. If any setup changes are required, perform them at this time.

- If you have any questions please don't hesitate to call JVL Corp. Customer Support at 1-800-296-6657.

Chapter 6

TECHNICAL SUPPORT

For technical support and sales please call:

In the United States and Canada
Tel: 1 (800) 296-6657
Fax: 1 (800) 296-6681

Outside the United States and Canada
Tel: (905) 303-3360
Fax: (905) 303-3361

MAINTENANCE

The cabinet and touchscreen monitor should be cleaned with a damp cloth and mild detergent.

Do not use any abrasive solvents, acid or vinegar-based cleaners on the monitor. Such cleaners could harm the touchscreen over time.

FACTORY RESET PROCEDURE

- Turn the machine OFF. Wait a few seconds then turn machine on.
- When you see the **JVL** screen press and hold down the **Setup Button** in the cash box next to the mechanical counter.
- Hold the button down for approximately 15 seconds and the **Factory Reset** screen will appear.
- The screen will instruct you to release the **Setup Button** and immediately press it and hold it down again.
- The screen will display **Release Setup Button**. Release the Setup Button and the screen will display **Factory Reset Successful**.
- The display will change to the touch screen calibration screen. After the touch screen is calibrated correctly and you have pressed on the **OK** target the display will show the date/time screen. If the time is incorrect you can adjust it on the screen and once correct press the **Exit** button.
- If you pressed the **Setup** button down for the second time and you see a message stating **Factory Reset Aborted** you probably released the **Setup Button** for too long before pressing it down again.
- Try the procedure again until completed successfully.

TROUBLESHOOTING GUIDE:

CD-ROM READ ERROR! MAKE SURE CD-ROM IS PRESENT AND CLEAN

- Check to make sure the disk is installed in the CD-ROM drive and it is not damaged.
- If the disk is OK make sure that the CD-ROM drive is working correctly. This can be determined by observing the LED on the front of the drive if it flashes more frequently than normal. If the LED only flashes once upon power up and never again or if the LED stays on constantly then probably the drive is most likely defective.

CD-ROM NOT FOUND - CHECK CABLES

- This message is displayed if the CD-ROM drive ribbon cable is not connected properly or damaged, or the power is not connected to the drive.

IF IT TAKES A LONG TIME TO LOAD THE PROGRAM

- If the CD-ROM drive has been changed and it now takes longer than normal to load the games, check the jumper on the back of the CD-ROM drive and make sure it is in the Master position.

FAULT CODES:

DISK READ ERRORS

- If you experience any of the following error codes, or the machine takes a very long time to load the games; the disk should be cleaned.
- Error Codes: 10/7, 10/8, 10/18.

MEMORY ERRORS

- The following error codes will cause the game not to start up.
  Code Numbers: 10/26.
- Performing a Factory Reset will restore the memory and correct the above problems.

TOUCH SCREEN ERRORS

- Error 10/32 or 10/36 is caused by a problem with the touch screen, or touch screen controller.
- Check that the controller is correctly connected to the COM Port on the CPU Board.
- Check that the LED on the controller is not flashing an error code and that it is responding to touch.

WARNING!

JVL Corporation warrants that its touch screen entertainment devices match the highest standards of performance. However, due to, but not limited to, criminal tampering or electrical disruption, it is possible for this product to fail to perform as expected.

TECHNICAL SPECIFICATIONS

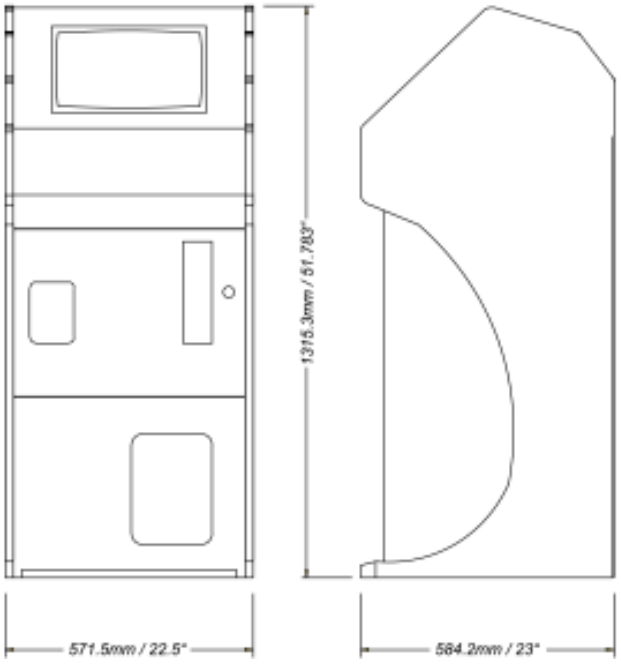
UPRIGHT MACHINE

DIMENSIONS:

Height: 1315.3 mm **51.783"**
Width: 571.5 mm **22.5"**
Depth: 462.7 mm **23"**

POWER CONSUMPTION:

Idle (Avrg): **115 VAC** **0.70 Amps**
Idle (Avrg): **220 VAC** **0.40 Amps**



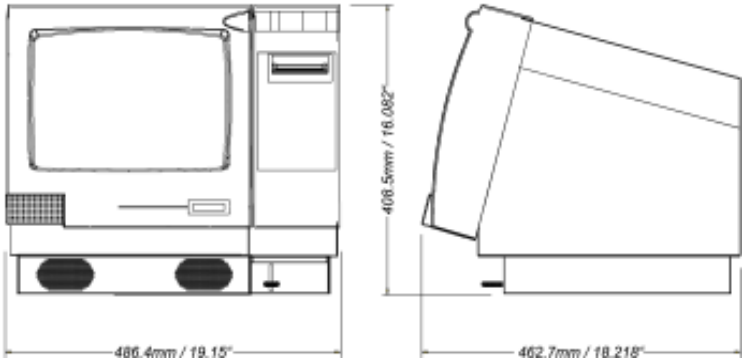
COUNTERTOP MACHINE

DIMENSIONS:

Height: 408.5 mm **16.082"**
Width: 486.4 mm **19.15"**
Depth: 462.7 mm **18.218"**

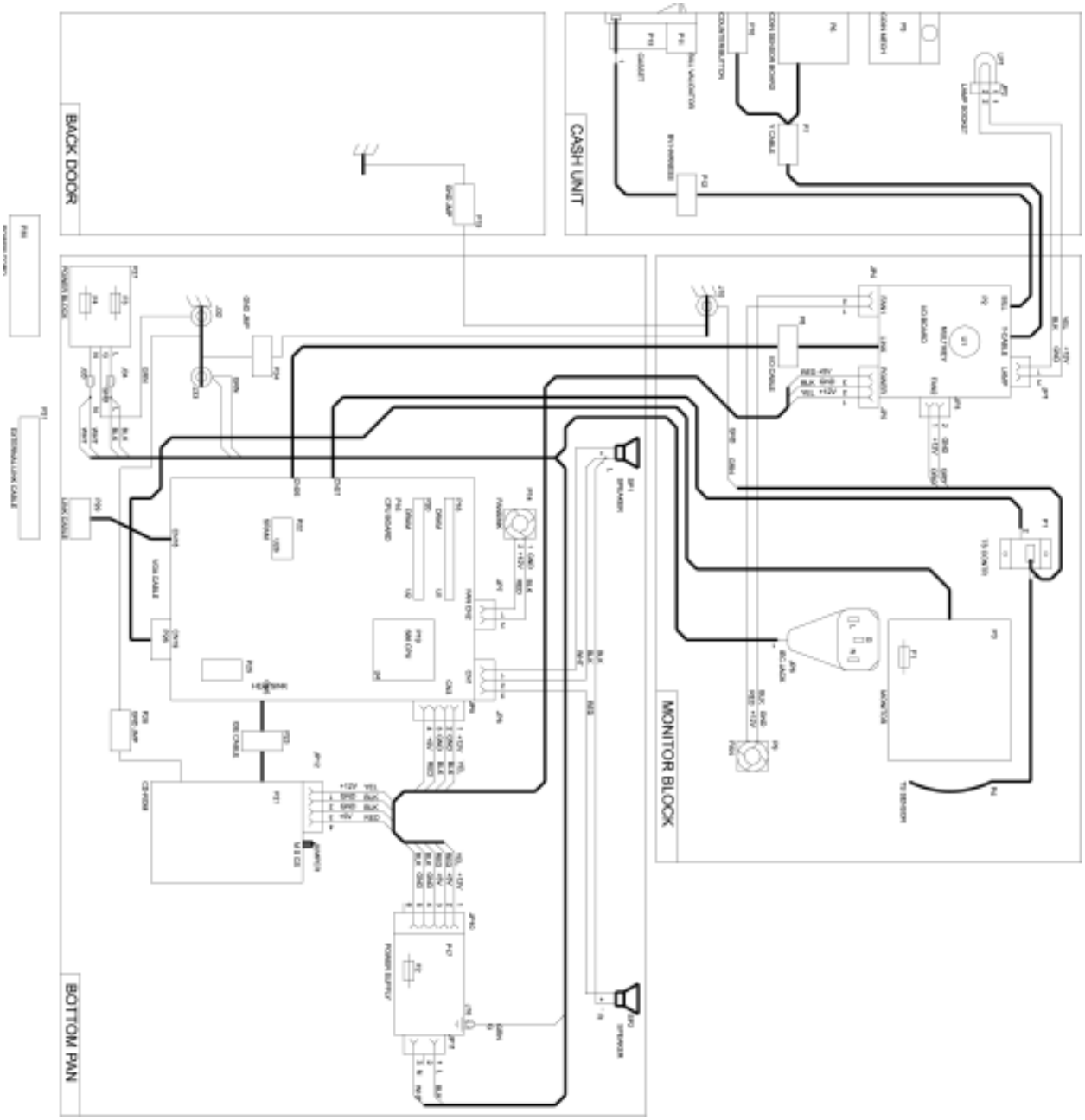
POWER CONSUMPTION:

Idle (Avrg): **115 VAC 0.60 Amps**
Idle (Avrg): **220 VAC 0.35 Amps**

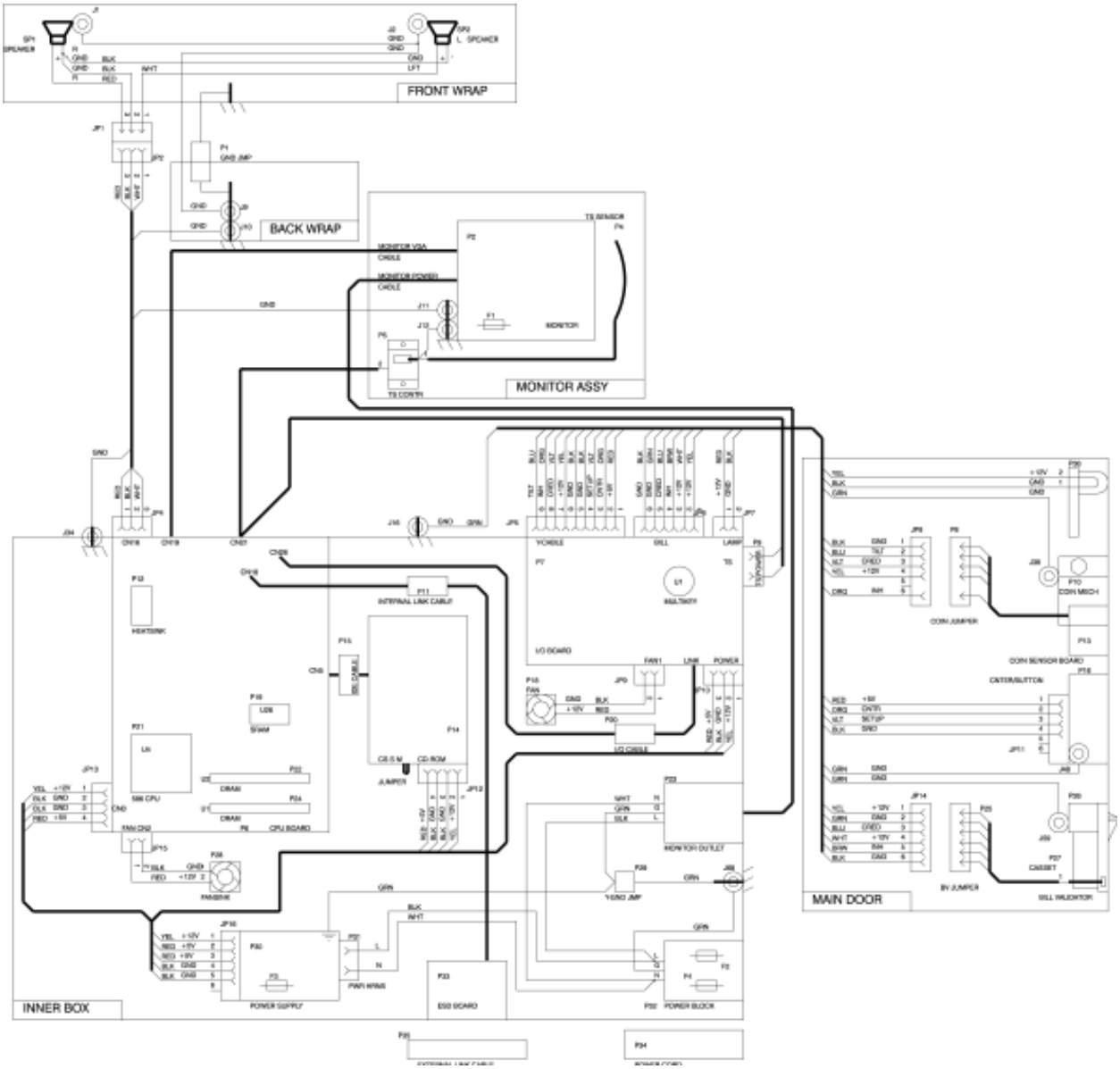


WIRING DIAGRAM

COUNTERTOP MODEL



UPRIGHT MODEL



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